



Warlock 1
CLASS & LEVEL

Human
RACE/ANCESTRY/HERITAGE

Charlatan
BACKGROUND

STR
+0
11

+2 PROFICIENCY
BONUS

ARMOR
CLASS
(AC)

INITIATIVE

SPEED

13 +2 30 ft.

Armor Worn: leather armor

HIT POINTS

10

HIT DICE

1d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

Dagger (offhand as bonus action). As above but only 1d4 piercing damage.

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 1d6+0 bludgeoning damage. (If used two-handed in melee, does 1d8+0 damage.)

MAGIC, FEATS & SPECIAL ATTACKS

Eldritch Blast Cantrip. *Ranged Spell Attack:* +5 to hit, target one creature within 120 ft. range. *Hit:* 1d10 force damage with 1 beam(s). (If more than one beam, blast can be used as multiple beams of 1d10, each with separate attack roll to hit as one attack action.)

Charlatan Background [PHB p. 128]

- **Feature:** False Identity.
- **Traits:** Can't resist showing off card tricks. Thick accent.
- **Ideal:** Trust in the whims of fate.
- **Bond:** Atoning for past crime.
- **Flaw:** Addicted to gambling.

PROFICIENCIES & LANGUAGE

Armor: light armor

Weapons: simple weapons

Tools: disguise kit, forgery kit

Saving Throws: Wisdom, Charisma

Skills: Arcana, Deception, Intimidation, Sleight of Hand

Languages: Common, Deep Speech

RACE

Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 32 years old
- Medium Size (5' 5", 155 lbs.)

CLASS

Warlock Class Features [PHB p. 106]

- Otherworldly Patron (The Demiurge, mysterious pre-deity)
- Pact Magic (all cast as 1st level spells, regain spell slots after short or long rest)
- Awakened Mind (telepathic speech to any one creature with language within sight to 30 feet)

INVOCATIONS

SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +5
Spell Save DC 13

Cantrips Known: *Eldritch Blast, True Strike*

Known Spells (1 spell slots)
Dissonant Whispers, Hex

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor (AC 11), two (2) daggers, quarterstaff, disguise kit (cosmetics, hair dye, props, etc.), belt pouch, set of fine clothes, tools of the con (various small convincing fakes). (This load is about 35 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 9 gold pieces (gp); 46 silver pieces (sp); 4 copper pieces (cp); 2 gems (worth 10 gp each)

CON
+2
14

INT
-1
9

CHA
+3
16

DEX
+2
15

SAVING THROWS

- +0 Strength Saves
 - +2 Dexterity Saves
 - +2 Constitution Saves
 - 1 Intelligence Saves
 - +3 Wisdom Saves *
 - +5 Charisma Saves *
- * *Prof. bonus added*